

INSTRUCTION MANUAL

BURNOUT™



Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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SLES-50445

1 or 2 Players • Memory Card (8MB) (for PlayStation®2): 25KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible

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TABLE OF CONTENTS

SETTING UP & LOADING	02
STARTING UP	03
INTRODUCTION	04
DRIVING CONTROLS	05
GETTING STARTED.....	07
THE GAME DISPLAY.....	08
VEHICLE SELECTION	08
TRANSMISSION SELECTION	08
COURSE SELECTION	08
GAME MODES	09
CHAMPIONSHIP MENU.....	09
SINGLE RACE MENU.....	010
HEAD TO HEAD MENU	010
TIME ATTACK MENU	010
SPECIAL MENU	011
OPTIONS MENU	011
HIGH SCORES MENU	012
CRASH REPLAY THEATRE.....	012

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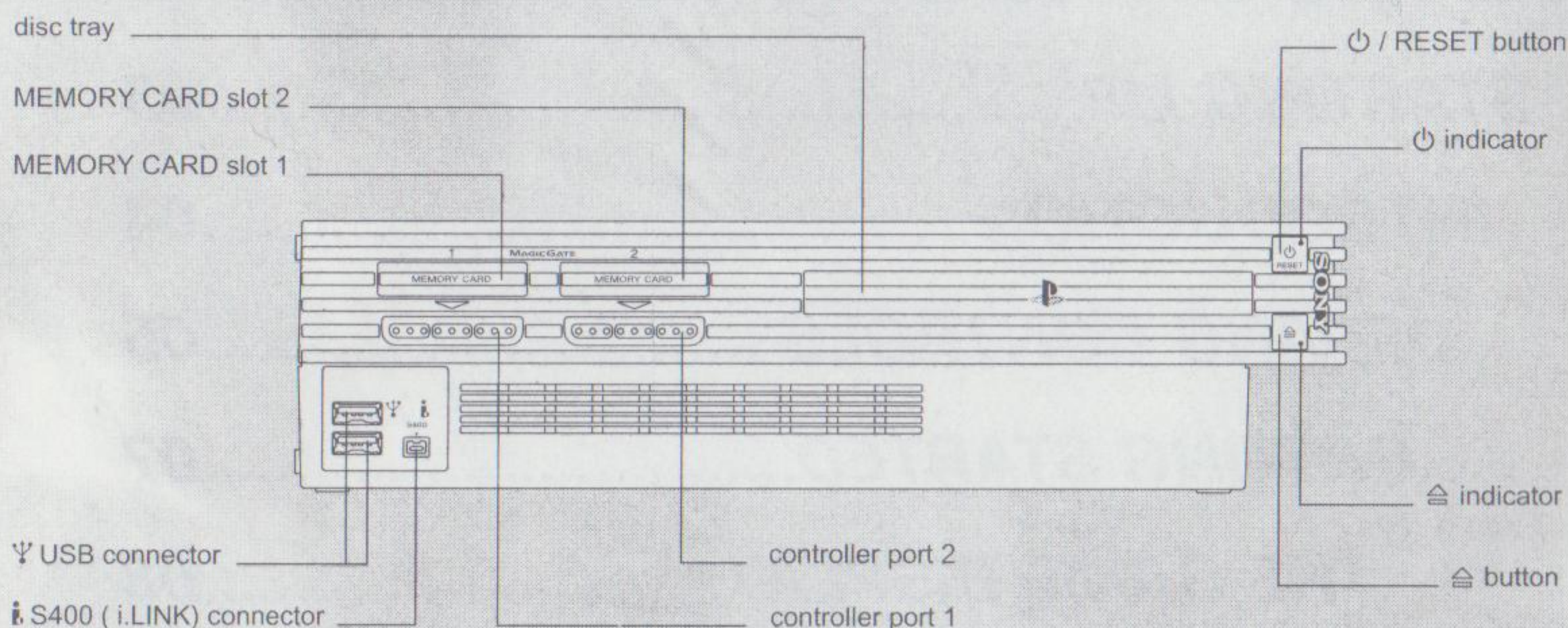
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SETTING UP & LOADING

PlayStation®2 [front panel]



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the ⏻ / RESET button. When the ⏻ indicator lights up, press the ⏻ button and the disc tray will open. Place the BURNOUT™ disc on the disc tray with the label side facing up. Press the ⏻ button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. It is advised that you do not insert or remove peripherals once the power is on. Follow on-screen instructions and refer to this manual for information on using the software.

Language selection

After switching the console on, Burnout will automatically check the language setting in the console's System Configuration and set the game to the selected language. Only English, French, German, Italian and Spanish are supported. If the console is set to an unsupported language then the game will be set to English by default.

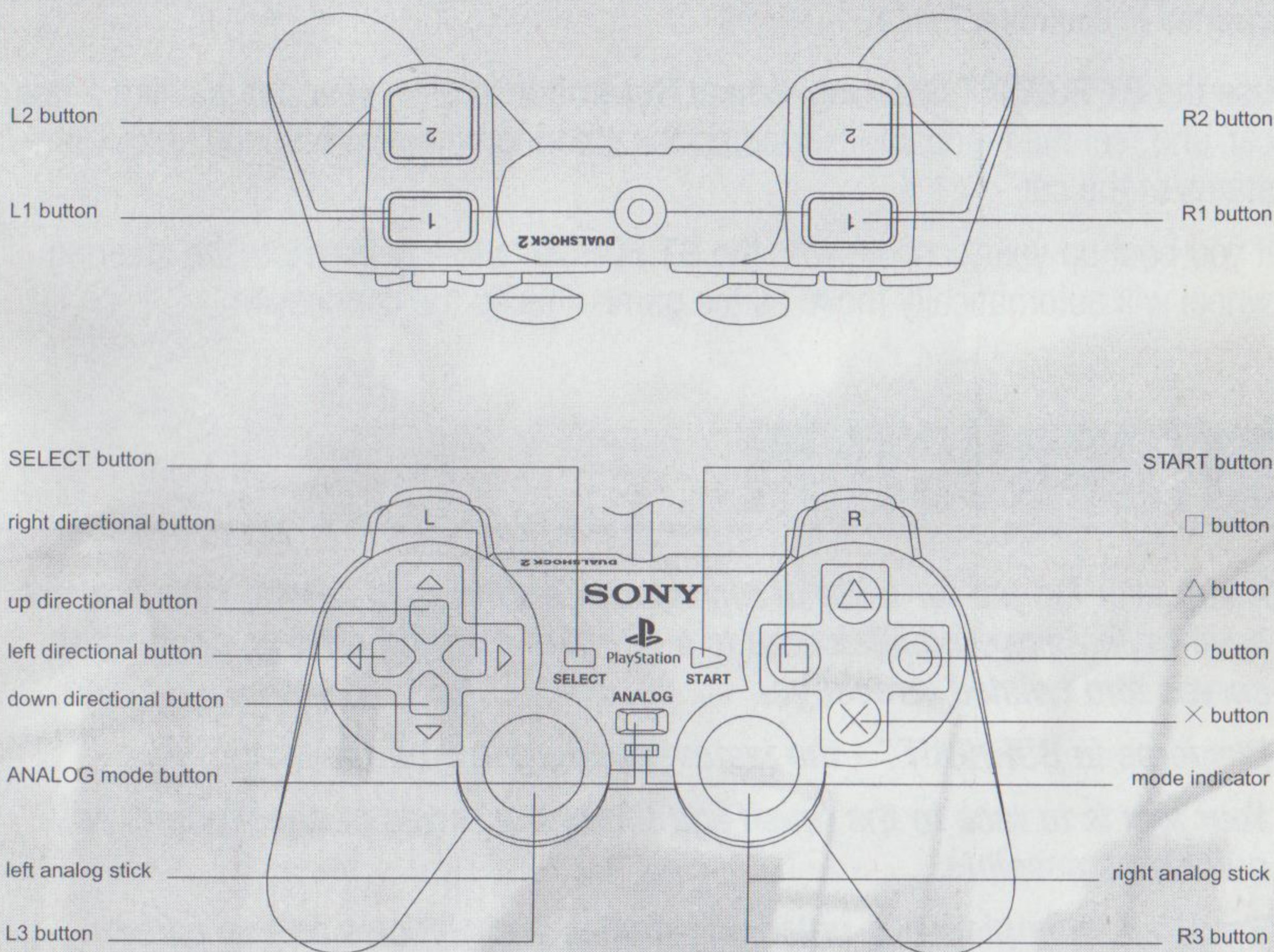
MEMORY CARD (8MB) (for PlayStation®2)

BURNOUT™ only supports MEMORY CARD slot 1. To save game settings and progression, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. BURNOUT™ features an AutoSave system, and the game will automatically save your game progression at certain points. Insertion or removal of the memory card (8MB) (for PlayStation®2) after switching the console on may cause data to be overwritten or lost. BURNOUT™ also supports manual save and load of game data from the Main Menu, and after performing a manual save / load the game will again AutoSave your progression at the relevant points.

BURNOUT™ is a one or two-player game that is played using the analog controller (DUALSHOCK®2). Connect the controller to be used to controller port 1.

STARTING UP

Analog Controller (DUALSHOCK®2)



DIRECTIONAL BUTTON – MOVEMENT

In this manual, **↑**, **↓**, **←** and **→** are used to denote the direction of both the **directional button** and the **left analog stick**.

In Burnout, you can use either the **analog controller (DUALSHOCK®2)** or the **Logitech GT FORCE™ Steering-Wheel Controller**.

Analog controller (DUALSHOCK®2)

The **analog controller (DUALSHOCK®2)** will default to ANALOG mode (mode indicator: Red) on boot-up. The vibration function can be turned ON/OFF in the 'Controls' section of the Option Menu. When using the **×** and **□** buttons to operate the accelerator and brake during a race, the

controller is used in analog fashion, and the degree of pressure on the pedals of the player car corresponds to how hard the buttons are pressed. Press the buttons as hard as you can for maximum acceleration or braking!

The GT FORCE™ Steering-Wheel Controller

NOTE: Before using the GT FORCE™, read the product's accompanying instruction manual. Before switching ON the power to your console, insert the GT FORCE™ directly into the console's upper USB connector, and do not disconnect it while the console is booting up. A USB hub cannot be used.

In order that the GT FORCE™ functions with Burnout you must ensure that a controller is inserted in Controller Port 1.

Use the **GT FORCE™ Steering-Wheel Controller** to drive your car just like a real car, and feel the feedback exerted on the steering wheel corresponding to the status of the car.

If you boot up your console with the **GT FORCE™** already inserted, the steering wheel will automatically move as the game checks the connection.

INTRODUCTION

If you ever longed for a life of high-speed motoring mayhem, your prayers have been answered. Welcome to a world of exciting driving, dangerous curves and twisted wreckage.

Welcome to BURNOUT™ - the fastest racing game on the block.

Your aim is to race to the finish line through a series of checkpoints as quickly as possible.

Try a full Championship, unlocking modes and vehicles as you careen about trying to live long enough to be the Grand Prix prizewinner, or see how long you last in Survival Mode. Or maybe you'd like to do some damage in Face Off Mode.

If you've got a friend with more courage than sense, you've found the ideal partner for a two-player Head to Head contest.

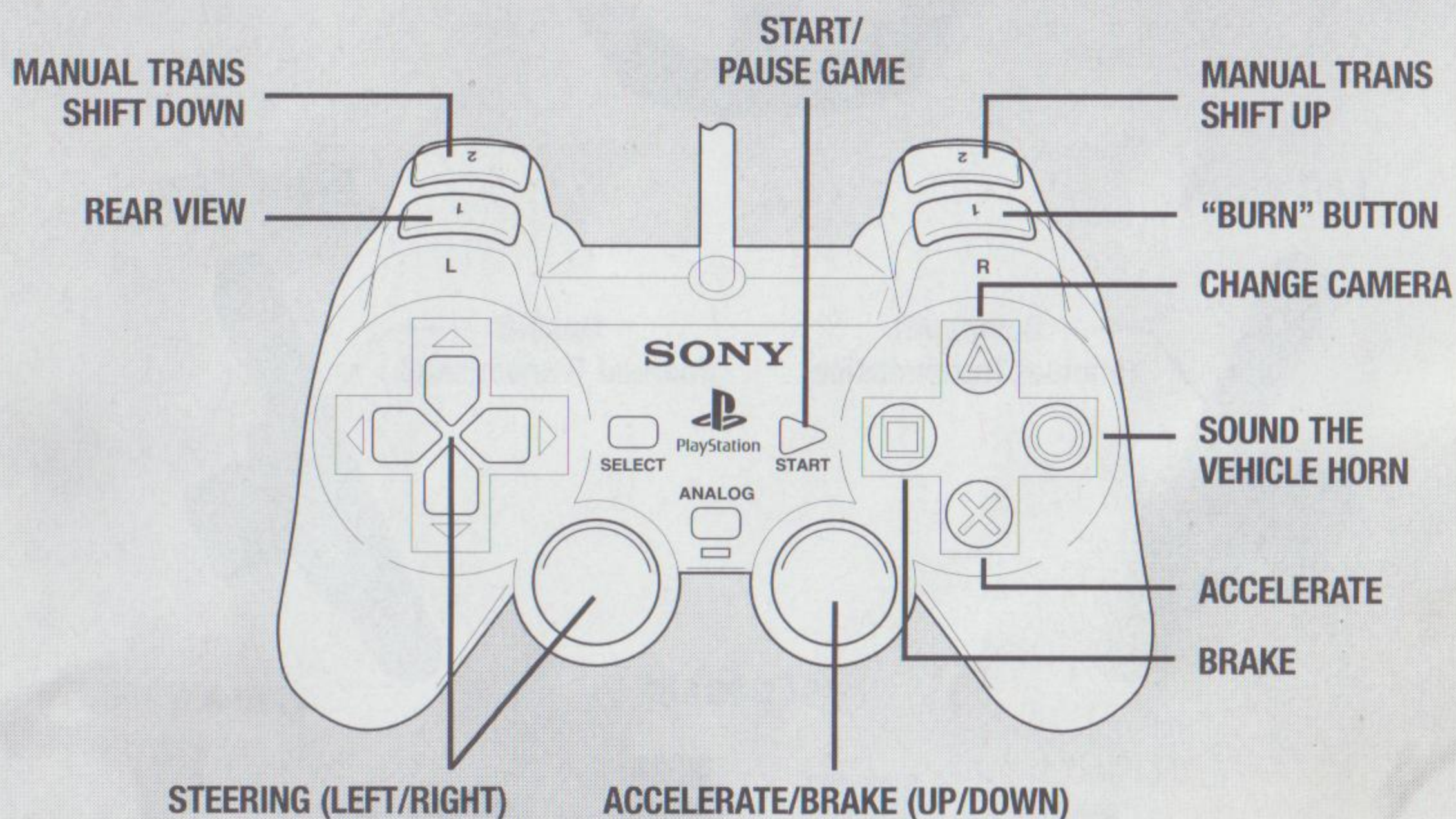
You're about to show the world the real meaning of road rage but remember: it's only a game...

DRIVING CONTROLS

NOTE: Only the analog controller (DUALSHOCK®2) supports the analog button system.

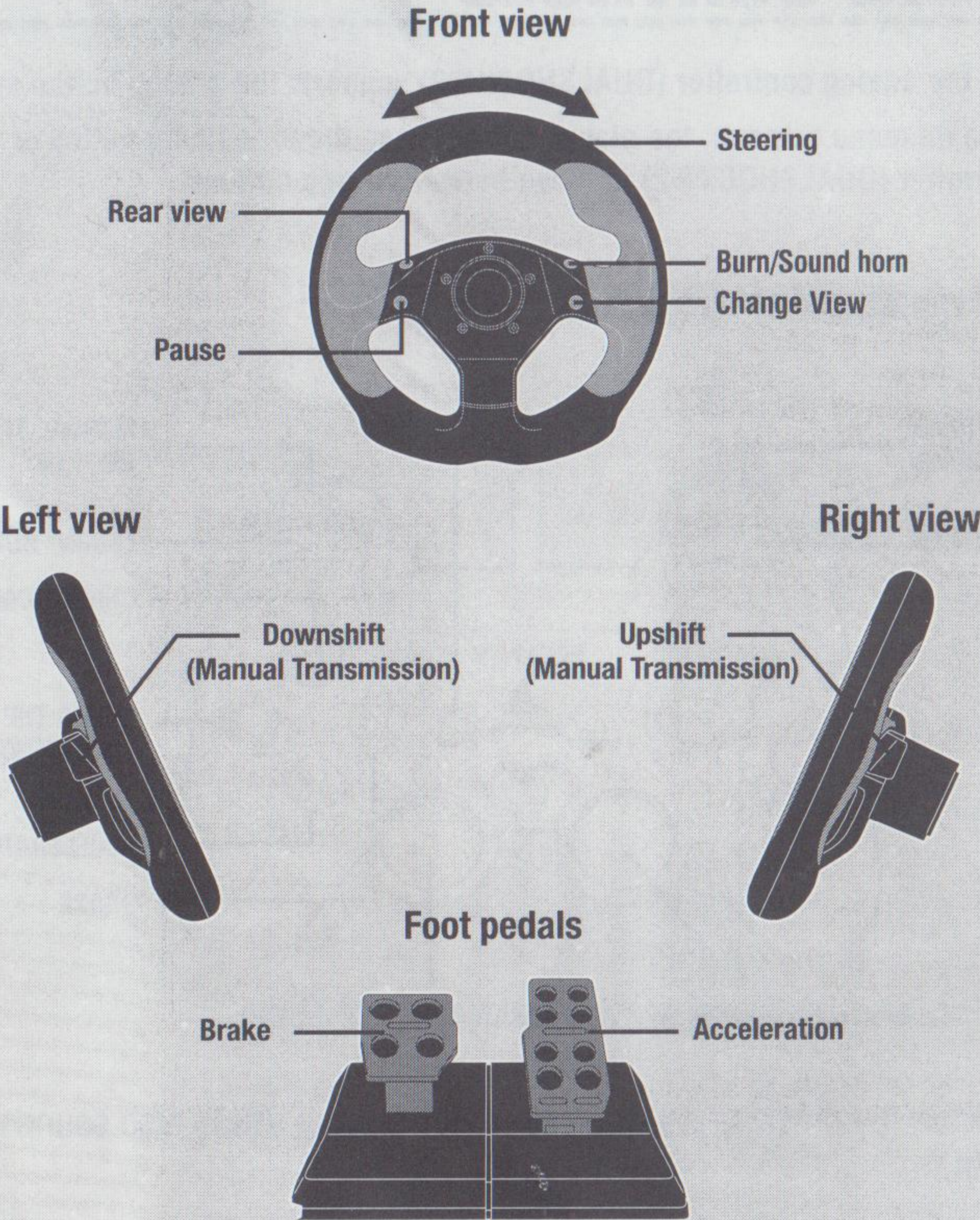
NOTE: When on menu screens, the player can only use the directional button of the analog controller (DUALSHOCK®2) to move between menu options.

Analog controller (DUALSHOCK®2)



The **R3 button** (by pressing down on the **right analog stick**) also sounds the vehicle horn.

GT FORCE™ Steering-Wheel Controller



Steer
Rear view
Change camera view
“Burn”/Sound horn
Pause
(Manual transmission) shift
Brake
Accelerate

Steering Wheel
Button X
Button B
Button Y
Button A
L button / R button
Brake pedal
Accelerator pedal

NOTE: Before using the GT FORCE™, please read the product’s accompanying manual. When using one GT FORCE™ only, please ensure it is inserted into the upper USB connector.

In order that the GT FORCE™ functions with Burnout you must ensure that a controller is inserted in Controller Port 1.

GETTING STARTED

After a short introduction, the Title Screen will be displayed.

MAIN MENU

At the Title Screen, press the  **button** to advance to the Main Menu.



You will see these choices:

Championship

Push your driving skills to the limit in Championship Mode. Please see the Championship menu on page 09 for further information.

Single Race

Get into the action instantly in this mode. Pick a car and hit the road. Please see the Single Race menu on page 010 for further information.

Head to Head

In this mode, two players race against each other on a split screen. Please see the Head to Head menu on page 010 for further information.

Time Attack

Race against the clock to set the hottest lap time. Please refer to the Time Attack menu on page 010 for further information.

Options

This menu is used to specify various game settings. For more details, please see the Options menu on page 011.

Special

Discover the Special modes of play, including the Crash Replay theatre. Please refer to the Special menu on page 011 for more information.

High Scores

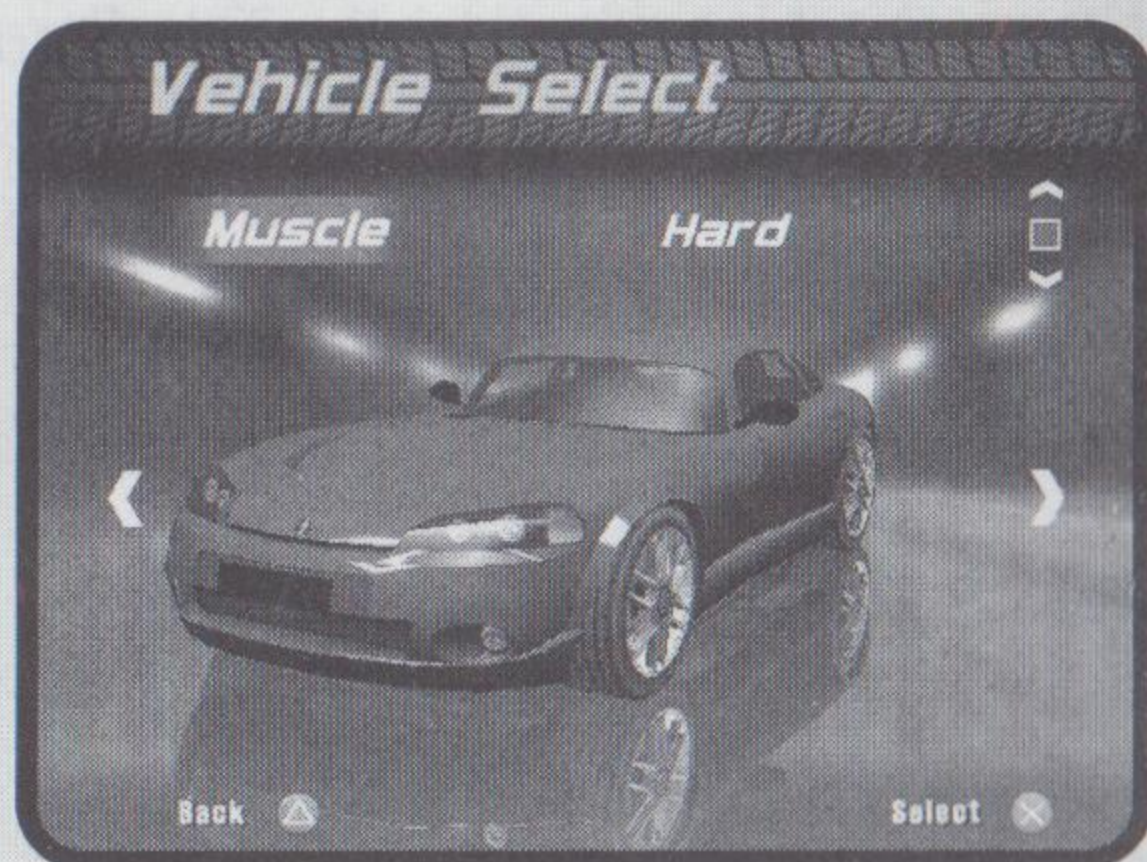
This menu is used to view high scores. For more details, please see the High Scores menu on page 012.

THE GAME DISPLAY

VEHICLE SELECTION

Burnout features exciting driving in everyday road vehicles. From compacts to sports cars to saloon cars and trucks!

The type of vehicle you choose is related to the difficulty of the game. E.g. the compact is **EASY** difficulty, with nimble handling for weaving in and out of traffic. The sports cars are **MEDIUM** difficulty, fast and thrilling to drive!



TRANSMISSION SELECTION

The player can choose between Automatic (AT) and Manual (MT) transmission. Expert players should choose to drive with Manual transmission!

COURSE SELECTION

There are 14 courses to drive. New courses are unlocked in Championship Mode.

The courses are located in the USA or EUROPE. The driving sensation is different in these two environments!

USA – Race and drive in the USA. The driving is faster and the roads are more open. Race on the interstate or race through a busy US city course!

EUROPE – Experience the cramped city style of a busy European city with traffic lights and roundabouts! Or drive a twisty mountain course with a Cote D'Azur feeling!



GAME MODES

There are two basic modes, single-player and two-player. Single-player games are contests against up to three other computer opponents, while two-player games are split screen contests between two human players and up to two computer opponents.

BURNOUT™ is all about daring and aggressive driving. You'll be scored in races by how mad your manner behind the wheel is, earning points for these unusual "skills":

- **Drift distance** – how much you powerslide your vehicle
- **Oncoming distance** – how long you can survive driving on the wrong side of the road
- **Number of Near Misses** – how close you come to almost hitting another vehicle

These parameters contribute both to the rate of increase of your Burn Meter, and are also used to determine your overall "Best Driver" Score at the end of the race.

Once the Burn Meter is full, press the **"Burn" button** to get a turbo boost.

CHAMPIONSHIP MENU

In Championship mode, the player races through a series of Grand Prix and Marathon races, unlocking additional courses and modes as they progress. New courses that are unlocked in Championship Mode then become available in all other game modes.

CHAMPIONSHIP PROGRESSION

You race against three computer opponents. There is a target finishing position that must be met on each course in order to progress.

You begin each Grand Prix with 3 Credits. If you fail to meet your target finishing position on a course, you can use a Credit to try the course again. Once your Credits are gone, the game is over and you must start again.

There are also two Marathon Championships to unlock. These are long endurance type races where one course merges seamlessly into another, pushing your demon driving skills to the limit.

Again you must achieve the target finishing position to progress.

SINGLE RACE MENU

In Single Race, players can challenge any unlocked course. Initially only three courses are available. More courses become available after they have been unlocked in Championship Mode. Players always race against three computer opponents in this mode. This is a great way to hone your driving skills before taking on Championship Mode.

HEAD TO HEAD MENU

(This menu is only available if any two suitable controllers are plugged into the controller ports.)

In Head to Head Mode, two players compete on a split screen. Player One uses the controller inserted into controller port 1 or the upper USB connector (assuming the console is in the horizontal position, resting on its base).

Player Two uses the controller inserted into controller port 2 or the lower USB connector (again, assuming the console is in the horizontal position, resting on its base).

Each player chooses the car they want to drive on the Vehicle Selection Screen.

Once each player has selected the cars they want to race, you will be taken to the Course Selection screen. On this screen, Player One can choose which course is to be raced. Then the Game Settings screen appears. On this screen, Player One can choose the number and the difficulty rating of the computer opponents. Each player can also choose whether or not to race with “Survival” rules activated or not, once Survival Mode has been unlocked.

(For more information about Survival Mode, please refer to the Special Menu options on page 011.)

TIME ATTACK MENU

In Time Attack Mode, one player can challenge any unlocked course in a single race against the clock. The player will always race alone in this mode. There will be no computer opponents in this mode.

If you complete the course and select **RETRY** from the race-end menu, your best performance on that course will be shown as a “ghost” car.

SPECIAL MENU

This menu contains two "secret" modes that are unlocked by the player in Championship Mode. This menu also contains the Crash Replay theatre.

FACE OFF MODE

Unlock the Face Off Mode by completing the first Championship (you'll unlock more Face Offs as you progress through the Championships). In a Face Off, it's you against a single computer opponent racing in a "hidden" vehicle. Success in each Face Off race allows you to unlock that hidden vehicle, which then becomes available for use in any mode.

SURVIVAL MODE

This is just like driving in real life. One big crash and it's game over, literally!

Your aim here is to complete the course without crashing; as soon as you crack up, you're gone. There are no competing computer opponents, and you can race on any available course.

OPTIONS MENU

CONTROLS

This menu is used to set either vibration settings or steering wheel force feedback options.

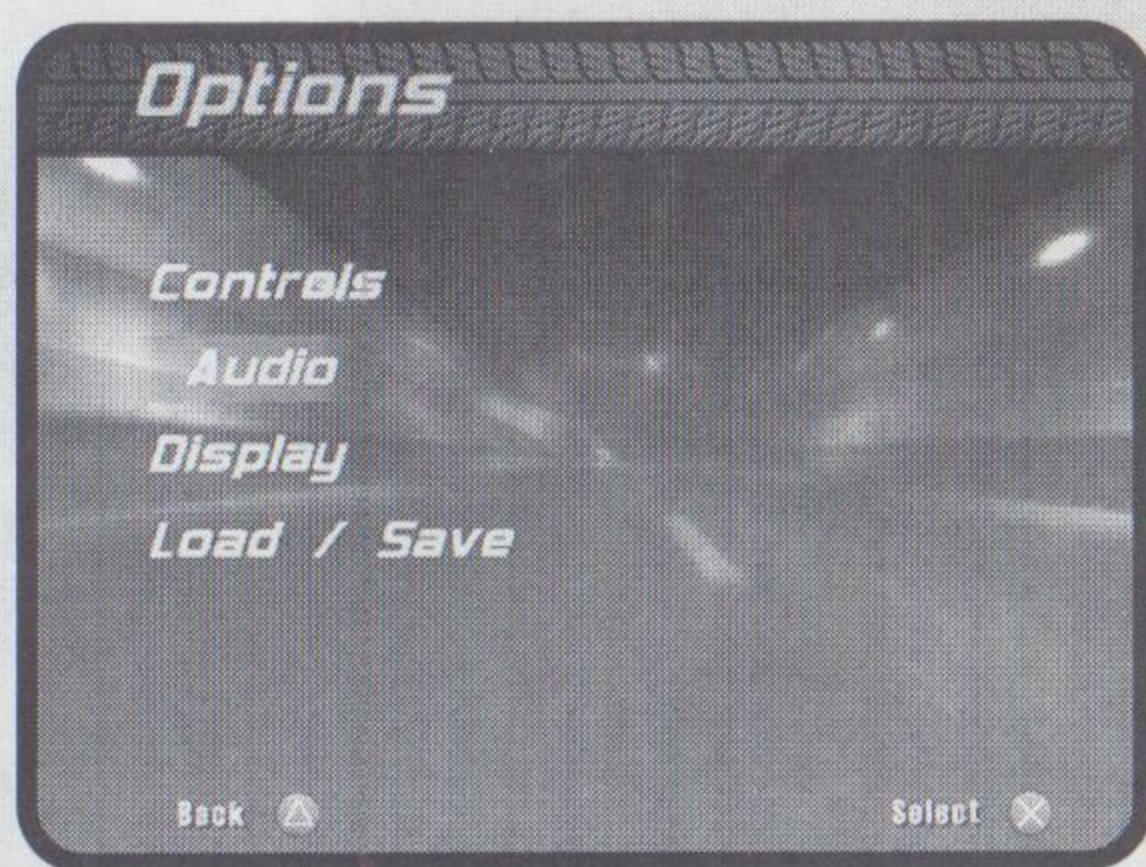
VIBRATION SETTING

This option sets the vibration function for the **analog controller (DUALSHOCK®2)** for Player One or Player Two. Choose either **ON** or **OFF**. The player will feel a vibration as the vehicle travels over different road surfaces, collides or crashes.

FORCE FEEDBACK

This turns the Force Feedback feature of the **GT FORCE™ Steering-Wheel Controller** either **ON** or **OFF**.

(NOTE : If no steering wheel controller is connected, the Force Feedback option will not be available.)



AUDIO OPTIONS

This menu is used to control the sound effects during races, replays, and menu screen navigation.

Volume settings for the music and sound effects can be adjusted up/down. Output may be configured as either **Mono**, **Stereo** or **Dolby Surround™**.

DISPLAY OPTIONS

This menu is used to alter the display settings for the game.

Screen size

This is used to select the desired aspect ratio: either "4:3" or "16:9". Select "16:9" mode if you have a widescreen television.

Display/Position

This is used to alter the position of the game window on the TV screen.

Default Camera

The player can choose whether the camera is set on internal or external view.

LOAD/SAVE OPTION

This menu is used to manually load or save your game progress.

HIGH SCORES MENU

There are five High Score tables. This menu is used to view various records.

CRASH REPLAY THEATRE

The player can watch their favourite crashes and smashes from a variety of different camera angles.

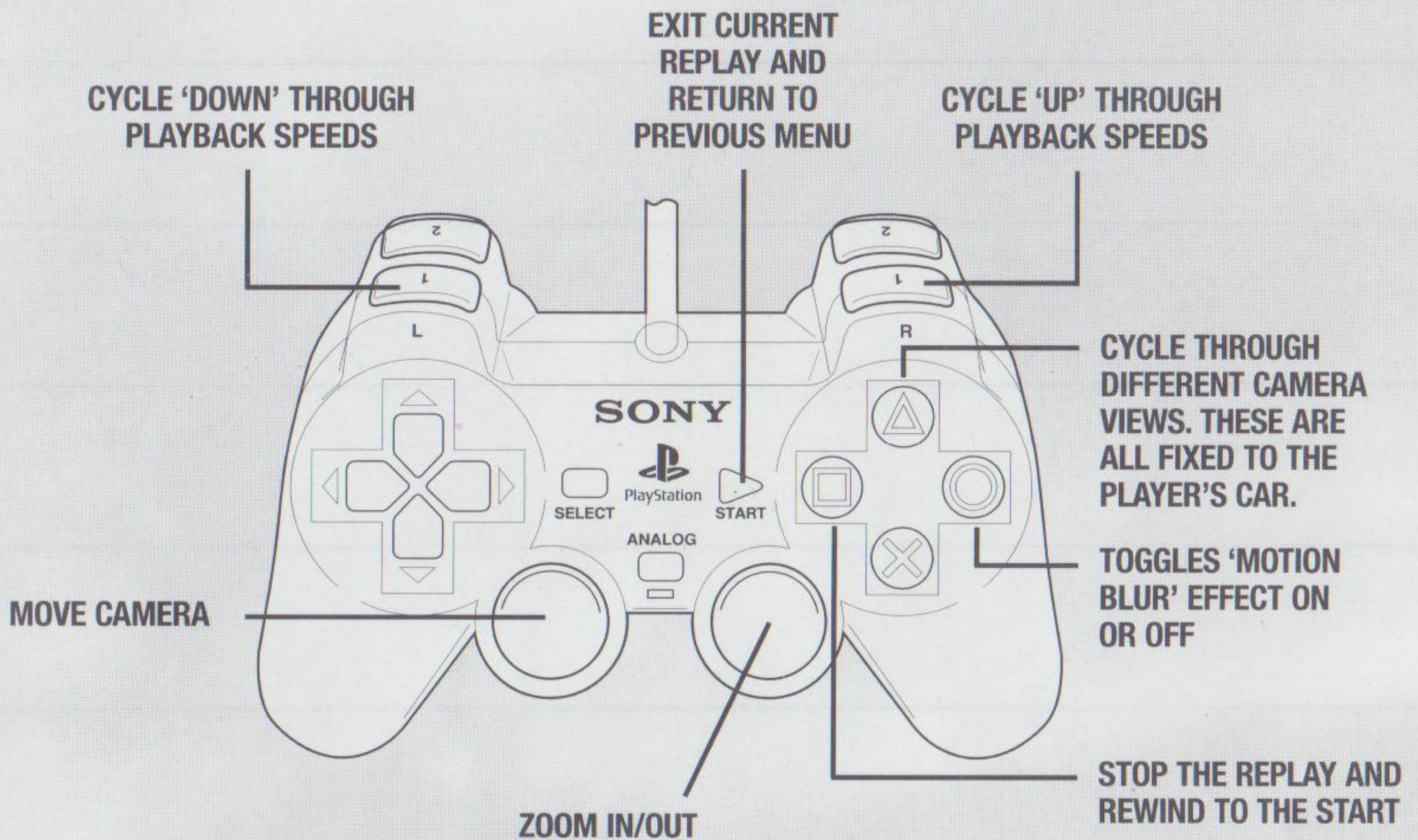
At the end of any race in which you crash, the option **CRASH REPLAYS** will be displayed. Selecting this option displays a list of crashes from that race, and it is possible to view each crash by pressing the **X button** (see below), or save the crash by pressing the **○ button**.

Crash Replays are saved to separate save files on the **memory card (8MB) (for PlayStation®2)** in **MEMORY CARD slot 1**, and do not form part of the main game AutoSave file.

Selecting the Crash Replay option from the Special menu allows saved Crash Replays to be loaded from the **memory card (8MB) (for PlayStation®2)** in **MEMORY CARD slot 1**. Once a replay has been loaded, it will run automatically.

CRASH REPLAY CONTROLS

Crash Replay action is controlled using the **analog controller (DUALSHOCK®2)** in controller port 1.



There are three basic views:

INTERNAL/EXTERNAL CAM

TRACKSIDE CAM (the closest replay camera to the crash scene)

USER CAM (can be controlled by the player using analog sticks)

With User Cam selected:

left analog stick Rotate camera **↑**, **↓**, **←** and **→**.

right analog stick Zoom camera in (press **↑**) and out (press **↓**)

SELECT button Toggle display of button functions either **ON** or **OFF**.

NOTES

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eurosupport@acclaimworld.com

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• **Österreich** ————— **0450 99 000 500** —————

Der Anruf unter dieser Nummer kostet max.41 Groschen/Sek. Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.

• **Belgique/België/Belgen** — **011 301 306** —————

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• **Danmark** ————— **+45 33 26 68 20** —————

Åben Mans-Tors 16.00-19.00. Du bedes ringe til dette kundeservicenummer for support til din PlayStation.

• **Suomi** ————— **0600 411 911** —————

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• **Greece** ————— **(00 301) 677 7701** —————

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• **Ireland** ————— **(01) 405 4022** —————

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• **Italia** ————— **848 82 83 84** —————

Chiamare i numeri dell'assistenza clienti solo per problemi tecnici riguardanti l'hardware della PlayStation.

• **Malta** ————— **344 700** —————

• **Nederland** ————— **0495 574 817** —————

Wij verzoeken u deze klantenservicenummers alleen te bellen indien u advies wilt vragen over PlayStation apparatuur.

• **New Zealand** ————— **(09) 415 2447** —————

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• **Norge** ————— **2336 6600** —————

• **Portugal** ————— **(01) 318 7450** —————

Por favor, contacte os seguintes números do nosso Serviço de Atendimento ao Cliente se tiver alguma dúvida ou problema com qualquer produto de hardware PlayStation.

• **España** ————— **902 102 102** —————

Por favor, llama a los siguientes números de nuestro Servicio de Atención al Cliente si tienes problemas con cualquier producto de hardware relacionado con la PlayStation.

• **Sverige** ————— **08-587 610 00** —————

Vänligen ring följande kundtjänstnummer enbart om problem uppstår på PlayStation programvara.

• **Schweiz/Suisse** ————— **0900 55 20 55** —————

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• **UK** ————— **08705 99 88 77** —————

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Shadow Man 2nd Coming

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